

# DELETING FILES

You can delete a single file, or you can delete all files currently in memory.

## IMPORTANT!

- Note that file deletion cannot be undone. Once you delete a file, it is gone. Make sure you really do not need a file anymore before you delete it. Especially when deleting all files, make sure you check all the files you have stored before proceeding.
- A protected file cannot be deleted. To delete a protected file, unprotect it first (page 110).
- Delete cannot be performed when all the files in memory are protected (page 111).
- Deleting an audio snapshot deletes both the image file and the audio file attached to it.

## Deleting a Single File

Perform the following steps when you want to delete a single file.

1. In the PLAY mode, press [▼] (>Delete).



2. Use [◀] and [▶] to scroll through files and display the one you want to delete.

3. Use [▲] and [▼] to select “Delete”.

- To exit the file delete operation without deleting anything, select “Cancel”.

4. Press [SET] to delete the file.

- Repeat steps 2 through 4 to delete other files, if you want.

5. Press [MENU] to exit the menu screen.

### ►► IMPORTANT! ◄◄

- If a file cannot be deleted for some reason, the message “This function is not supported for this file.” appears when you try to delete it.

### Deleting All Files

The following procedure deletes all unprotected files currently in memory.

- 1. In the PLAY mode, press [▼] (>Delete).**
- 2. Use [▲] and [▼] to select “All File Delete”, and then press [SET].**
- 3. Use [▲] and [▼] to select “Yes”.**
  - To exit the file delete operation without deleting anything, select “No”.
- 4. Press [SET] to delete all the files.**

# FILE MANAGEMENT

The file management capabilities of the camera make it easy to keep track of images. You can protect files against deletion, and even use its DPOF feature to specify images for printing.

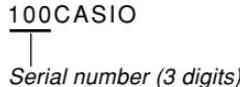
## Folders

Your camera automatically creates a directory of image storage folders in its built-in Flash memory or on the memory card.

## Memory Folders and Files

An image you record is automatically stored in a folder, whose name is a serial number. You can have up to 900 folders in memory at the same time. Folder names are generated as shown below.

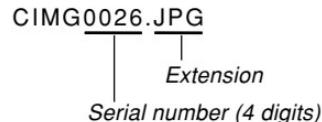
Example: Name of the 100th folder.



Each folder can hold files numbered up to 9,999.

Trying to store the 10,000th file in a folder causes the next serially numbered folder to be created. Folder names are generated as shown below.

Example: Name of the 26th file



- The actual number of files you will be able to store on a memory card depends on the image quality settings, capacity of the card, etc.
- For details about the directory structure, see “Memory Directory Structure” on page 151.

### Protecting Files

Once you protect a file it cannot be deleted (page 107). You can protect files individually or you can protect all files in memory with a single operation.

#### To protect a single file

1. In the PLAY mode, press [MENU].

2. Select the “PLAY” tab, select “Protect”, and then press [▶].



3. Use [◀] and [▶] to scroll through files and display the one you want to protect.

4. Use [▲] and [▼] to select “On”, and then press [SET].

- A file that is protected is indicated by the mark.
- To unprotect a file, select “Off” in step 4, and then press [SET].

5. Press [MENU] to exit the menu screen.



## To protect all files in memory

- 1. In the PLAY mode, press [MENU].**
- 2. Select the “PLAY” tab, select “Protect”, and then press [▶].**
- 3. Use [▲] and [▼] to select “All Files : On”, and then press [SET].**
  - To unprotect all files, press [SET] in step 3 so the setting shows “All Files : Off”.
- 4. Press [MENU] to exit the menu screen.**

## DPOF

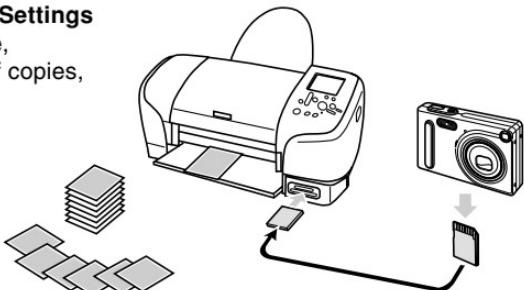
The letters “DPOF” stand for “Digital Print Order Format”, which is a format for recording on a memory card or other medium which digital camera images should be printed and how many copies of the image should be printed. Then you can print on a DPOF-compatible printer or at a professional print service in accordance with the file name and number of copies settings recorded on the card.



With this camera, you should always select images by viewing them on the monitor screen. Do not specify images by file name without viewing the file contents.

### ■ DPOF Settings

File Name,  
number of copies,  
date



### To configure print settings for a single image

1. In the PLAY mode, press [MENU].

2. Select the “PLAY” tab, select “DPOF”, and then press [▶].



3. Use [▲] and [▼] to select “Select images”, and then press [▶].

4. Use [◀] and [▶] to display the image you want.



5. Use [▲] and [▼] to specify the number of copies.

- You can specify up to 99 for the number of copies. Specify 00 if you do not want to have the image printed.

6. To turn on date stamping for the prints, press [DISP] so is displayed.

- To turn off date stamping for the prints, press [DISP] so is not displayed.
- Repeat steps 4 through 6 if you want to configure other images for printing.

7. After all the settings are the way you want, press [SET] to apply them.

## To configure print settings for all images

1. In the PLAY mode, press [MENU].
2. Select the “PLAY” tab, select “DPOF”, and then press [▶].
3. Use [▲] and [▼] to select “All images”, and then press [▶].
4. Use [▲] and [▼] to specify the number of copies.
  - You can specify up to 99 for the number of copies. Specify 00 if you do not want to have the image printed.



5. To turn on date stamping for the prints, press [DISP] so is displayed.
  - To turn off date stamping for the prints, press [DISP] so is not displayed.
6. After all the settings are the way you want, press [SET] to apply them.

### PRINT Image Matching II

Images include PRINT Image Matching II data (mode setting and other camera setup information). A printer that supports PRINT Image Matching II reads this data and adjusts the printed image accordingly, so your images come out just the way you intended when you recorded them.

\* Seiko Epson Corporation holds the copyright for PRINT Image Matching and PRINT Image Matching II.



### Exif Print

Exif Print is an internationally supported, open standard file format that makes it possible to capture and display vibrant digital images with accurate colors. With Exif 2.2, files include a wide range of shooting condition information that can be interpreted by an Exif Print printer to produce better-looking prints.



#### ►►► IMPORTANT! ◄◄◄

- Information about the availability of Exif Print compatible printer models can be obtained from each printer manufacturer.

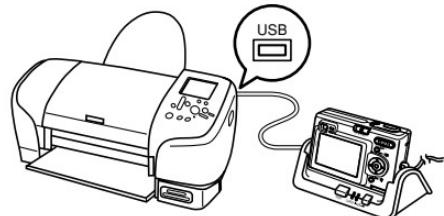
## Using USB DIRECT-PRINT

Your camera supports USB DIRECT-PRINT, which was developed by Seiko Epson Corporation. When connected directly to a printer that supports USB DIRECT-PRINT, you can select images to be printed and start the print operation directly from the camera.

DPOF settings (page 111) are used to determine which images and how many copies should be printed.



1. Use the DPOF procedure on page 111 to specify the images in file memory that you want to print.
2. Use the USB cable that comes with the camera to connect the USB cradle to a printer.

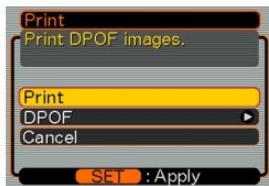


- Also, connect the AC adaptor to the USB cradle and plug the AC adaptor into an electrical outlet.

3. Set the camera on the USB cradle.
4. Turn on the printer.
5. Load paper for printing the images into the printer.

### 6. Press the USB cradle [USB] button.

- This displays the print menu on the camera's monitor screen.



### 7. On the camera's monitor screen, use [ $\blacktriangle$ ] and [ $\blacktriangledown$ ] to select "Print", and then press [SET].

- This automatically starts printing of the images you specified with the DPOF procedure.
- If you want to print the same batch of images again, press the [USB] button on the USB cradle.
- A message appears on the monitor screen, followed by the DPOF setting screen (page 112), if there are no DPOF settings currently configured on the camera to control the printing operation. If this happens, configure the required DPOF settings and then perform step 6 of the above procedure again.
- If you want to change the current DPOF settings, select "DPOF" on the print menu to display the DPOF setting screen (page 112).

### 8. After printing is complete, turn off the camera and remove it from the USB cradle.

### ►► IMPORTANT! ◄◄

- See the documentation that comes with your printer for information about print quality and paper settings.
- Contact your printer manufacturer for information about models that support USB DIRECT-PRINT, upgrades, etc.
- Never disconnect the USB cable, or perform any camera or USB cradle operation while printing is in progress. Doing so causes a printer error.
- To interrupt an ongoing print operation, perform the required operation on the printer.
- The camera's monitor screen will go blank after printing starts. A blank monitor screen does not necessarily mean that printing is complete. Check the status of your printer to find out if printing is complete.

## Using the FAVORITE Folder

You can copy scenery shots, photos of your family, or other special images from a file storage folder (page 151) to the FAVORITE folder in built-in memory (page 151). Images in the FAVORITE folder are not displayed during normal playback, so it helps to keep your personal image private as you carry them around. FAVORITE folder images are not deleted when you change memory cards, so you can always keep them on hand.

### To copy a file to the FAVORITE folder

1. In the PLAY mode, press [MENU].
2. Select the “PLAY” tab, select “Favorites”, and then press [▶].



3. Use [▲] and [▼] to select “Save”, and then press [SET].
  - This displays the names of the files in built-in memory or on the loaded memory card.
4. Use [◀] and [▶] to select the file you want to copy to the FAVORITE folder.
5. Use [▲] and [▼] to select “Save”, and then press [SET].
  - This copies the displayed file to the FAVORITE folder.
6. After copying all of the files you want, use [▲] and [▼] to select “Cancel”, and then press [SET] to exit.



**NOTES**

- Copying an image file with the above procedure creates a 320 x 240-pixel QVGA-size image in the FAVORITE folder.
- A file copied into the FAVORITE folder is automatically assigned a file name that is a serial number. Though the serial number starts from 0001 and can go as high as 9999, the actual upper end of the range depends on built-in memory capacity. Remember that the maximum number of images that can be stored in built-in memory depends on the size of each image and other factors.

**To display a file in the FAVORITE folder**

- 1. In the PLAY mode, press [MENU].**
- 2. Select the “PLAY” tab, select “Favorites”, and then press [▶].**
- 3. Use [▲] and [▼] to select “Show”, and then press [SET].**
  - If the FAVORITE folder is empty, the message “No Favorites file!” appears.
- 4. Use [▶] (forward) and [◀] (back) to scroll through the files in the FAVORITE folder.**



- 5. After you are finished viewing files, press [MENU] twice to exit.**

### NOTE

- Holding down [ $\blacktriangleleft$ ] or [ $\triangleright$ ] scrolls images at high speed.

### IMPORTANT!

- Note that a FAVORITE folder is created in the camera's built-in memory only. No FAVORITE folder is created on a memory card when you use one. If you want to view the contents of the FAVORITE folder on your computer screen, you need to remove the memory card from the camera (if you are using one) before placing the camera onto the USB cradle to start data communication (pages 140, 151).

## To delete a file from the FAVORITE folder

1. In the PLAY mode, press [MENU].
2. Select the “PLAY” tab, select “Favorites”, and then press [ $\triangleright$ ].
3. Use [ $\blacktriangleup$ ] and [ $\blacktriangledown$ ] to select “Show”, and then press [SET].
4. Press [ $\blacktriangledown$ ] ( $\frac{1}{4}$   $\frac{1}{4}$ ).
5. Use [ $\blacktriangleleft$ ] and [ $\triangleright$ ] to select the file you want to delete from the FAVORITE folder.
6. Use [ $\blacktriangleup$ ] and [ $\blacktriangledown$ ] to select “Delete”, and then press [SET].
  - To exit the file delete operation without deleting anything, select “Cancel”.
7. After deleting all of the files you want, use [ $\blacktriangleup$ ] and [ $\blacktriangledown$ ] to select “Cancel”, and then press [SET] to exit.

### ►► IMPORTANT! ◄◄

- You cannot use the delete operations on page 107 to delete images from the FAVORITE folder.  
Performing the memory format operation (page 132), however, does delete FAVORITE folder files.

### To delete all files from the FAVORITE folder

1. In the PLAY mode, press [MENU].
2. Select the “PLAY” tab, select “Favorites”, and then press [▶].
3. Use [▲] and [▼] to select “Show”, and then press [SET].
4. Press [▼] (↳).
5. Use [▲] and [▼] to select “All File Delete”, and then press [SET].

### ►► IMPORTANT! ◄◄

- You cannot use the delete operations on page 107 to delete images from the FAVORITE folder.  
Performing the memory format operation (page 132), however, does delete FAVORITE folder files.